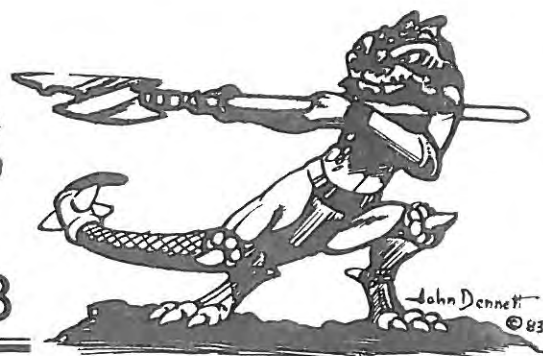


THE GRENADE BULLETIN #8



The Newsletter from Your Figure Company !

PUTTING NEW LIFE INTO OLD FANTASY

You can't fool me! I know exactly what you are thinking. Right now you are sitting there saying to yourself that since January Grenadier has released two Call of CthulhuTM figure sets, four Masters of the UniverseTM paint and play sets, two state-of-the-art Fantasy Lords sets, an entire line of OgreTM vehicles as well as numerous AutoduelTM vehicles. We have also acquired the TravellerTM license. But what you really want to know is what have we done lately.



The answer is that we are presently upgrading the Dragon Lords figure sets. Several boxes (2010, 2011, 2012, 8003 and 8004) will be entirely redone and filled to the brim with Andy Chernak's creatures and John Dennett's denizens. Numerous other sets will have several castings replaced, and all releases will be placed in Ray Rubin's new boxes.



The photos that appear on this page are examples of the new life found among the old Dragon Lords. Andy Chernak and John Dennett have done it again!



Editor - Scott
Slingsby
Photos - Bernadette
Connors
Publisher -
Grenadier Models
Art Contributors -
Joseph Connor
John Dennett
Cyl Fetter
Flint Henry
Patrick Landry
Brian Linkletter
Steve Moldenhauer
Ron Shirtz
Bruce Weigle
Biff's Alias -
Gary Pilkington

FOOTNOTES

#1 Grenadier plans to attend two major hobby conventions this summer. The first of these is East Con. This significant gathering will be held at Glassboro State College in Glassboro, New Jersey. The dates will be June 24, 25 and 26, and I hope to see you there.

The other convention is Origins '83. This important gaming event will take place at Cobo Hall in Detroit, Michigan on July 14, 15, 16 and 17. At that time, we plan on conducting our third annual painting competition. The two basic categories for judging will be best painted Grenadier figure and best painted group of two or more Grenadier castings in a diorama setting. The first place winner in each group will receive one of every casting released by Grenadier from Origins '83 to Origins '84. More details will be available in G.B. #9.

#2 I would like to introduce you to our new G.B. cartoonist. Cyl Fetter is an avid fantasy role player and talented game master. I hope that you enjoy her "High Spearits" panels as much as I do.

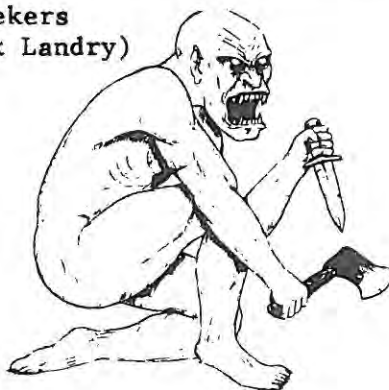
With our next issue, Bruce Brachman will join Cyl and Ron Shirtz as regular artists for our newsletter. Bruce is a humorous and creative artist. His work is usually done with pen and ink, but he is always willing to try something new. Bruce's first cartoon strip illustrates this fact for it will be the G.B.'s first computer generated work of art.

#3 Once again, I have been forced to drop the "ESP" section of this newsletter. You have again been saved from my personal rantings, but your luck won't last forever.

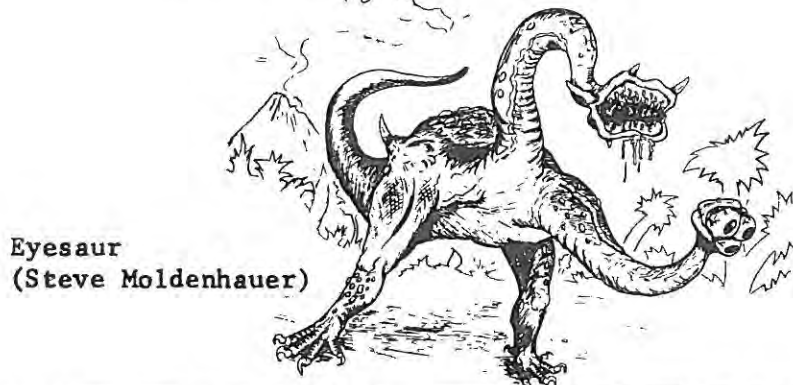
Answers To The Ra Van Survival Test (G.B. #7)



Flame Seekers
(Patrick Landry)



Tharp
(Brian Linkletter)



Eyesaur
(Steve Moldenhauer)

COMING SOON

OGRE MINIATURES

As this article is being written, Grenadier's heavy machinery is creating vehicles of destruction. At this very moment hundreds of tanks, combat hovercrafts, missile cannons, mobile command posts and gigantic robot war machines are being assembled at our factory, and we hope that you have a lot of fun with them.

Years ago Steve Jackson designed the now famous OGRETM game. This simulation of futuristic combat has been refined and enhanced by subsequent game releases including GEVTM and BattlesuitTM. The end result is a classic game, which can be made even more enjoyable with the use of our official OGRE vehicles. These are the same castings which used to bear the Steve Jackson name, but there are two important changes. Due to our modern facilities, we have been able to lower the prices of many sets and add more castings to all of the others. Imagine that, decreasing prices for metal figures!



AUTODUEL MINIATURES

A more recent Steve Jackson release has been Car WarsTM. This action packed game of near future road combat enables the players to build cars, arm them and attempt to become a true "king of the road". What other simulation allows you to get revenge on a road hog with machine guns mounted on the top of your milk truck?

This product has been awarded the Charles Roberts Award as the best science fiction game of 1982. Omni magazine listed Car WarsTM as one of the year's ten best games. Grenadier is proud to announce that they will be producing the official Autoduel vehicles for use with the award winning Car WarsTM and its numerous expansion modules. The line will include everything from an armored 18-wheeler to a turreted station wagon. For those of you who are bikers, do we have a motorcycle for you!



TRAVELLER MINIATURES

Game Designer's Workshop and Grenadier Models have already started work on two new lines of TravellerTM figures. This will be a major project for both companies. After all, the number one science fiction role-playing game in America should also have the best figures in America associated with it.

14, 15, 16 and 17). By October, there will be at least three complete sets of Traveller goodies on the market with many more planned for the future.

Grenadier intends to begin release of its 15mm figures later this fall. By Christmas this line should be rather extensive as well as impressive.

More information will be forthcoming in G.B. #9

The first public viewing of the 25mm castings will take place at Origins (July

WIZARD'S GOLD CONTEST

1982 - 1983

It is my pleasure to announce at this time the winner of the second annual Wizard's Gold Competition. (Drum roll please!) The lucky individual is Victor Taylor of Orlando, Florida. Victor should soon be receiving his prize, a half ounce of pure gold. The entry form, which led "the victor" to fame and fortune, was in a Grenadier figure set that was purchased at Enterprise Hobbies. This quality Orlando store will also receive a half ounce of metallic splendor. Congratulations to both winners, and we hope that they enjoy their prizes.

With this happy ending to the 1982 contest, we can now talk about '83. This year, gold plated castings and special coupons will be placed in randomly selected boxes of "Dragons of the Emerald Idol" and "Skeletons-Raiders of the Undead". If you're fortunate enough to have obtained such a set, keep the gold figure and return the coupon to us at Grenadier. The completed coupons must reach us by November 23, 1983 in order to qualify for the '83 Wizard Gold Drawing.

The drawing will be held at the Compleat Strategist's New York store on December 3rd. John Dennett (Grenadier's Mr. Monster) has agreed to leave his crypt, crawl to New York and help select this year's three winners. The person, who submitted the first coupon drawn, will receive a \$200 gift certificate, which may be used to purchase any products found in the Compleat Strategist's impressive mail-order catalog. The second place finisher will receive a \$100 certificate and the third place is worth \$50. These prizes may not glitter, but they are as good as gold. GOOD LUCK!

DUNGEONS

Dungeons dark and damp down far below
places where only the bravest go.
Large rooms with wooden doors
and deadly traps in cold stone floors.
Orcs and Goblins wait in the gloom,
ready to send an adventurer to his final doom.
Magic and treasure are one's just reward.
And it all can be found on a gaming board.

This poem was sent to us by Thomas W. Collins of Darby, Pennsylvania. Thank you for sharing it with us.

WHAT... YET ANOTHER GRENADIER CONTEST ?

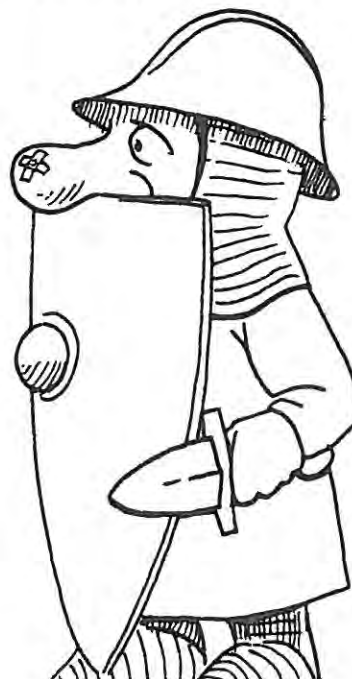
Many of you may remember the "Yell Contest", which appeared in an earlier issue of the Grenadier Bulletin. Wasn't that a lot of fun! Hey, that gives me an idea. Let's do it again with yet another classic Bruce Weigle cartoon.

About a year ago, Mr. Weigle was kind enough to share several of his creations with us. The drawing below was one of those masterpieces. Unlike the daring and verbal fighter in G.B.#3, this slayer of dragons is not yelling, but I do believe that he may be mumbling something behind his shield. If you are very quiet and gently place your ear on the cartoon, I'm sure that you will be able to hear his words of wisdom.

If you were successful in this listening exercise and hear the warrior's words, write them down and send them to me. The three readers, who send in the funniest utterances, will each receive the fantasy figure set of their choice.

All answers must be original works and they must be postmarked no later than August 19, 1983. Please send your entries to the address below:

Mumble Contest
c/o Grenadier Models
Price & Pine Streets
Holmes Industrial Park
Holmes, PA 19043





GRENADIER MODELS CONSUMER ORDER SHEET

FANTASY LORDS

6001	Dragons of the Emerald Idol	\$9.95
6002	Skeletons - Raiders of the Undead	9.95

CALL OF CTHULHU

6501	Adventurers	9.95
6502	Creatures	9.95

DRAGON LORDSTM

Small Boxed Figure Sets

2001	Wizards	7.00
2002	Halflings	7.00
2003	Dwarves	7.00
2004	Hirelings	7.00
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2006	Specialists	7.00
2007	Females	7.00
2008	Thieves	7.00
2009	Wizard's Room	7.00
2010	Denizens of the Swamp	7.00
2011	Orc's Lair	7.00
2012	Dwellers Below	7.00
2013	Adventurers	7.00

DRAGON LORDSTM

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5001	Dungeon Adventurers	13.50
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5003	Fantasy Wilderness	13.50
5004	Tomb of Spells	13.50
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INTRODUCTORY ADVENTURE GAMING

Large Boxed Sets

5007	Western Gunfighters	13.50
5008	Space Squadrons	13.50

ACTION ARTTM

Paint & Figure Sets

8003	Mythological Creatures	13.50
8004	Fantasy Fiends	13.50

PINNACLE COLLECT AND PAINTTM SETS

2201	Dinosaurs	\$12.00
2202	Fantasy Lords	12.00
2203	Fantasy Monsters	12.00
2204	G.I. Assault Team	12.00

DARK CRYSTALTM ADVENTURE COLLECTIONTM

9001	Set #1	12.00
9002	Set #2	12.00

MASTERS OF THE UNIVERSETM PAINT AND PLAYSETTM

9101	The Raid on He Man TM	12.00
9102	Battle Cat TM Attack	12.00
9103	Wind Raider TM Ambush	12.00
9104	Battle Ram TM Attack Force	12.00

OGRE MINIATURES - 1/285 SCALE

For use with Ogre and GEV

6101	Ogre Mark V (1)	7.00
6110	Heavy Tank (4)	4.00
6111	Missile Tank (4)	4.00
6112	GEV (4)	4.00
6113	Howitzer (4)	4.00
6114	Mobile Howitzer (4)	4.00
6115	Light Tank (5)	4.00
6118	Command Post (2)	4.00
6122	Cobine GEV (4)	4.00

AUTODUEL MINIATURES - 1/180 SCALE

For use with Car Wars

6201	Vans (4)	4.00
6202	Pick Ups (4)	4.00
6203	Luxury Cars (4)	4.00
6204	Mid-Sized Cars (4)	4.00
6205	Compacts & Subcompacts (7)	4.00
6206	Station Wagons (4)	4.00
6207	Cycles (10)	4.00
6208	Assorted Wrecks (4)	4.00
6209	Sidecars & Turrets (10)	4.00
6210	Armor Truck & Tanker Truck (2)	4.00



GRENADIER MODELS CONSUMER ORDER SHEET

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#	Title () is the number of pieces per Blister Pack	Price	Units
W6	Gnomes of the Rune Shield, 3 types (6) ...	3.00	_____
W7	Great Woods Treeman (1)	3.00	_____
W15	Orcs of the Eye, 3 types (5)	3.00	_____
W19	Goblins, 3 types (6)	3.00	_____
W22	Small Kobolds, 2 types (8)	3.00	_____
W23	Trolls, Cave & Wood types, 2 types (5)	3.00	_____
W25	Chaotic Berserkers, 2 types (5)	3.00	_____
W29	Slimes, molds, fungus, multi-types (4)	3.00	_____
W31	Undead (Ghoul, Mummy, Wraith, Vampire, Skeleton) 1 ea.	3.00	_____
W32	Basic Elementals, 4 types (4)	3.00	_____
W33	Ogre & Giant (1 ea.)	3.00	_____
W35	Monsters, 1 ea* (Zombie, 2-piece Gargoyle, Medusa, Werewolf, Wererat)	3.00	_____
W36	Large Worm & Giant Cobra (1 ea. cobra is 2-piece)*	3.00	_____
W37	5-Headed Hydra (1 3-piece figure)*	4.00	_____
W38	Serpentine Dragon (1 2-piece figure)*	3.00	_____
W39	Rearing Dragon (1 2-piece figure)*	3.00	_____
W40	Wyvern (1)	3.00	_____
W41	Manticore (1)	3.00	_____
W49	Townsppeople, 5 types (5)	3.00	_____
W52	Large Bears, alien & Natural, 3 types (3) ..	3.00	_____
W53	Scavengers, 1 ea. (Giant Tick, Giant Centipede, Giant Rat, Carrion Creeper)	3.00	_____
W55	Giant Cave Spider (1 3-piece figure)*	3.00	_____
W56	Giant Worm (1 4-piece figure)*	3.00	_____
W57	Giant Worm Expansion Kit (3 mid-sections)*	3.00	_____

MIDI-GAMES

001	HYDRA	5.00	_____
002	SEAWOLF	5.00	_____
003	DWARF MOUNTAIN	5.00	_____

54MM FIGURES

5401	Jesus of Nazareth	5.95	_____
5402	Pirate Captain	5.95	_____
5403	Balloonist-1918	5.95	_____
5404	Mounted Condottiere	14.95	_____
5405	Landsknecht w/Polearm	5.95	_____
5406	Landsknecht w/Sword	5.95	_____
5407	"Devilish" Nightmare	5.95	_____
5408	Ancient Frank	5.95	_____
5409	Byzantine Officer	5.95	_____

MAIL TO: GRENADIER MODELS
Price & Pine Sts.
Holmes Industrial Center
Holmes, PA 19043
Attn: Mail Order

WIZZARDS & WARRIORS DOUBLE BLISTER DIORAMIC SETS

#	Title () is the number of pieces per Blister Pack	Price	Units
WS1	Treasure Vault, assorted booty in piles, stacks, bags, etc.	6.00	_____
WS2	The Temple, assorted statues, braziers, attendants and items	6.00	_____
WS3	The Guard Room & Armory, weapons rack, forging equipment, beds, table, etc.*	6.00	_____
WS4	The Royal Court, throne (w/interchangeable head for seated figure), attendants, ornate furniture, etc.*	6.00	_____
WS5	The Drunken Dragon Inn, bar, furniture, casks, bartender & waitress, etc.*	6.00	_____

SPACE SQUADRONS 2998 BLISTER PACKS

SS1	Stellar Battleship (1 3-piece figure)*	3.00	_____
SS2	Stellar Medium & Light Cruisers, 2 types (2) ..	3.00	_____
SS3	Stellar Fighters & Probes, 2 types (8)	3.00	_____
SS4	Galactic Frigates (2)	3.00	_____
SS5	Galactic Cutters (3)	3.00	_____
SS6	Galactic Trident Fighters (8)	3.00	_____
SS7	Stellar Heavy Cruiser (1 2-piece figure)* ..	3.00	_____
SS8	Stellar Destroyer (1 2-piece figure)* & Destroyer Escort (1 2-piece figure)*	3.00	_____
SS9	Galactic Attack Carrier w/4 Bat-craft (5) ..	3.00	_____
SS10	Galactic Bat-craft & Long Range Fighters, 2 types (8)	3.00	_____
SS11	Galactic Mine-Layers & Minesweepers, 2 types (4)	3.00	_____
SS12	Space Tankers (2)	3.00	_____
SS13	Atmospheric Assault Craft (4)	3.00	_____
SS14	Command Ship & Transports (1 2-piece figure)* (3)	3.00	_____
SS17	Installations & Armament Accessories* ..	3.00	_____
SS18	Self-Propelled Space Stations (2)	3.00	_____
SS19	Base Stands, 6 Large bases (can be used for 12 small)*	3.00	_____

SPECIALS

SP1	1/2 inch, 6-sided dice (White w/black pips)	6 for 1.00	_____
SP2	Treasure Gems (2 large gems, 20 small gems) as seen in 5009-Dragon's Lair. Useful for dioramas	2.00	_____
SP3	Gold Plated Basilisk (as offered in GB#1) ..	5.00	_____
SP4	Gold Plated Dragon Pendant (Xmas Dragon) ..	5.00	_____

FUNNY FANTASIES®

1	"Have a Nice Day"	1.50	_____
2	"F-19" Pegasus	2.00	_____
3	"Undead" Pizza Delivery Man	1.50	_____

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Over \$30.00 Postage & Handling Charge is free.
Overseas add 15% of total

PLEASE NOTE

Always send a check or money order, never cash
Allow 2 to 3 weeks for delivery.

NODENS, UP CLOSE AND PERSONAL

Excerpt from an interview
in Dunwich Magazine by
Bliff Watkins (ace report-
er) with Nodens (outer
god) :

Nodens: Please sit down Mr. Watkins. I'm terribly sorry about the mess in here, but I just got back from the sixth dimension and haven't had time to clean the place up.

Biff: That's quite all right. Tell me Nodens, with the release of Chaosium's new role playing game Call of Cthulhu™ do you expect to be receiving more pleas of help from investigators in trouble with the other gods?

Nodens: Oh yes! You know Biff, it can be a bit of a pain having to save the lives of these mortals, remain neutral to all of humanity, and not irritate the other gods all at the same time. I was just talking to Cthulhu the other day and...

Biff: Oh really! How is ol' tentacle face?

Nodens: Careful there Biff, he is still very sensitive about that.

Biff: I'm sorry. I didn't realize...

Nodens: Oh, it doesn't matter, he could never take a joke anyway. As I was saying, I don't mind sending the Nightgaunts out to these idiotic investigators. All the Nightgaunts ever really do is sit around my office watching re-runs of "I Love Lucy". I just hate to have to put in an appearance myself. It can be so tedious listening to some fool investigator plead with me to stop the Ghouls, or save him from the Dark Young, or whatever. Why, I remember one time...

Biff: Speaking of Ghouls and Dark Young, are you aware of Grenadier's Call of Cthulhu™ miniatures? They are releasing some Ghouls, Dark Young

NEXT ISSUE: Travels with Cthulhu; more stories and recollections by little Jimmy Walker and that fun loving Great Old One, Cthulhu.

and even Nightgaunts!

Nodens: Yes, I am quite pleased by that, and the boys seem to be quite pleased with the Nightgaunt figures. They look just like them. I am ticked off by one thing though.

Biff: What's that?

Nodens: They haven't done a figure of me. I am fully aware that sculpting a god in miniature is tough, but I went there to see the head of that outfit...uh, what's his name?

Biff: Chernak

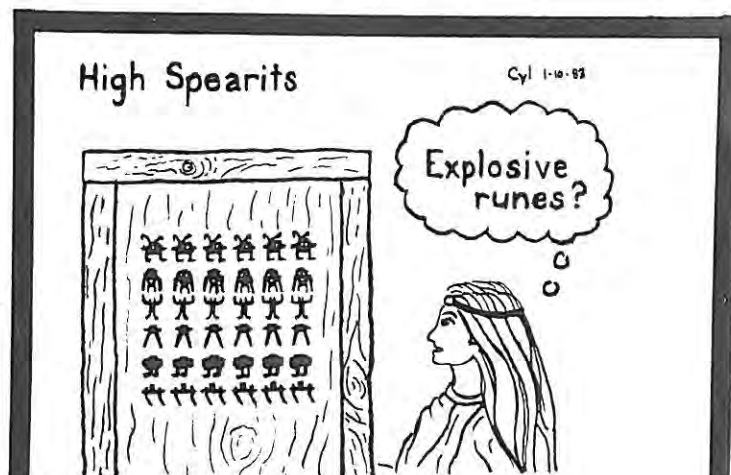
Nodens: Right! Chernak. I even appeared as the grey bearded old man with the seashell chariot drawn by a team of unicorns, which they made me park out in the lot. Anyway, I walked into his office and I said "Am I any easier to sculpt when I look like this?" He said "I'll consider it". Can you believe it?

Biff: Well, I hope they sculpt you soon.

Nodens: Me too, or I'll have the Cthonians go to work on Holmes, PA and there will be a big hole in the ground where Grenadier used to be!

Biff: Thank you for taking time out of your busy schedule Nodens.

Nodens: Anytime, Biff!



Grenadier Presents

MASTERS OF THE UNIVERSE™

Recently Grenadier Models has finished phase one of a project involving Mattel's very popular Masters of the Universe Toy Series™. This means that the first four boxed™ figure sets have been released and are presently available under our Pinnacle Products label. Each set contains eight water based paints, a paint brush, a plastic mixing palette, a painting guide and nine metal castings, which represent the unique characters and accessories that make up this original series.

These sets were designed to introduce the young to the world of adventure gaming with metal figures. Yet the appeal of these 25mm casting is quite impressive and they are suitable for use with many existing role playing systems.

The figure group below illustrates the possible use of these castings in most fantasy campaigns. They will surely add a new dimension to your game. For those of you who think that an evil fighter looks forboding on an armored war horse, you should see one astride a Battle Cat™.

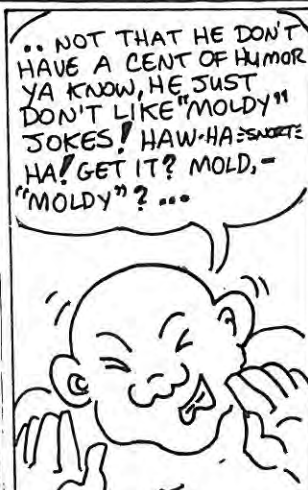


Many of the castings that make up these sets could also be used as part of a science fiction, futuristic, or super heroes game. There are many of these role playing systems on the market such as GDW's Traveller™, Chaosium's Worlds of Wonder™, FGU's Villains and Vigilantes™ and Hero Games' Champions™. The Trap Jaw™ figure pictured below would make the perfect galactic bounty hunter. This man and his weapon are inseparable. If that is not a "firearm", I don't know what is!



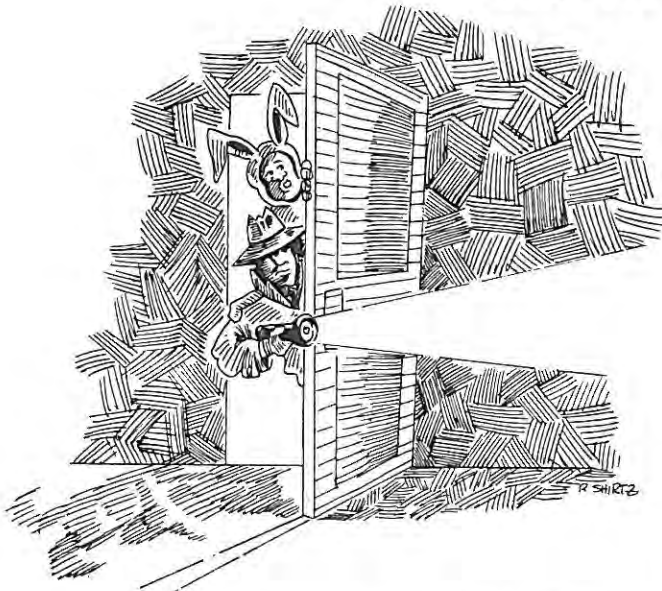
The next issue of the Grenadier Bulletin will be sensational, terrific, fantastic, stupendous and great. (Just like this one!) In G.B. #9 we will announce our three "totally new" Dragon Lords sets and show you photos of our future Secret Agents™ and Traveller™ releases. The newsletter will also contain part three of our Sam Club story, the first ever Pennsylvania Smith adventure, our usual features and cartoons, as well as our "design your own figure" contest. Until then, may all your monsters be metal ones.

THE ROLLIN' GROINK! GOLEM!
BY R. SHIFTS



The Adventures of Sam Club

THE HAUNTING TALE



When we last saw our heroes, Sam Club and Bruce Mallony, they were cautiously walking towards the front door of 1313 Dexter Drive. Their mission was to prove that the old Lovecraft house wasn't haunted. Sam Club, seasoned private investigator, approached the door with his hands buried deep into the trenchcoat pockets and his mind buried deep into the details of the case. At about this time, he began to consider a career as a dentist.

Bruce, dressed in a bunny costume, walked bravely beside the "Bogy-look-a-like". The semi-retired boxer was not deep in thought. In fact, Bruce wasn't thinking at all. He found that walking and thinking at the same time caused pain.

PART 2

The walk to the front door had been uneventful. There were no rattling chain sounds from the second floor, no eerie lights floating past boarded windows, and Bruce had only tripped twice. Yet I knew that our luck would not last. Some people call these feelings premonitions. Others call it a sixth sense, but as a P.I. I feel it's more like a quarter.

As the door slowly swung open, I entered this eerie abode. One hand was holding my flashlight, and the other rested on the butt of my .38. I had taken about six steps when Bruce made his presence known.

"Come out, come out wherever you are" bellowed the punch drunk bunny. So much for the element of surprise.

I quickly quieted Bruce by telling him that in Chicago it was legal to shoot on sight all talking rodents. After solving this crisis, we proceeded to search the house. One circuit of the downstairs was all I needed. There could not be any ghosts here. The house would have scared them away.

You know that something is wrong when the two faucets in the kitchen are labeled cold and colder. The dining room would have seemed normal enough with its huge oak table and sixteen matching chairs, if eight of them had not been nailed to the ceiling. Even the living room didn't seem fit for the living. Imagine that, the entire set of furniture was made out of old tombstones. The black rugs set it off quite nicely.

Yet the weirdest room was the library. It was in this dusty, crypt-like enclosure that we heard the drums. I had been standing there for about five minutes trying to locate its point of origin when Bruce broke the rodent code of silence.

"Spooky noises makes me burp, Sam. Let's get out of here!"

I looked at the brute, shook my head and said, "Silly rabbit, those tricks are for kids. Drums won't scare us away".

No sooner had the words left my mouth, than a knife came sailing at me from across the room. Drums don't scare famous P.I.s, but knives do.

I told Bruce to run for it and followed him in a strategic retreat. The next few seconds became a blur. Mallony raced for the door, tripped over some kind of octopus statue, and smashed into a book case. During this maneuver, I stumbled over Bruce.

As the dust settled and the books stopped falling, I saw it there in front of us. Bruce, that clumsy genius, had inadvertently opened a secret door...

(to be continued...)

UNSCRAMBLING THE RIEGA NERD SCRAMBLE

The Riega Nerd Scramble surprised a lot of us at Grenadier Models. Most of us had expected thirty or forty responses. No one, with the possible exception of the "semantic sorcerer" himself, could have predicted the actual results. To date, almost 800 letters containing long lists of "nerdy" words have poured into our offices.

This tremendous response has led us to reevaluate our prize structure for this contest. As a result of this action, the number of winners has been increased from five to fifteen. The first two qualifiers from the Northeastern States, Southeastern States, Central States, Rocky Mountain States and Pacific Coast States will join the original "first five" in the winner's circle.

Congratulations to the following winners. Please send me a note telling me what you wish to receive as a prize. You may choose any figure set from our Dragon Lords, Fantasy Lords, or Call of Cthulhu lines. To the other contestants, there are many more contests coming up in the G.B. so keep on trying. Your day will come! (The above wish for good luck is not to be extended to the nine of you who misspelled Grenadier.)

THE WINNERS

Paul Radosh of Glenolden, Pennsylvania; Edward J. Sankowski Jr. of Philadelphia, Pennsylvania; Ken Waltman of Wallingford, Pennsylvania; Matt Knuppel of Philadelphia, Pennsylvania; Crystal A. Sfrisi of Philadelphia, Pennsylvania; Jim Beechey of Elmore, New York; Robert J. Williams of Oswego, New York; Jennifer Hulick of Chesapeake, Virginia; Gary A. Merlino of Ft. Belvoir, Virginia; Steve Quarella of Harper Woods, Michigan; Jason Bottom of Waldron, Indiana; Chris Trandell of Houston, Texas; Jason Brenek of Houston, Texas; Joseph Cruz of North Hollywood, California; Mike Ferrero of Fresno, California.

We were also astounded by the nine letter words discovered. We had expected everyone to find the word "GRENADIER" when they reworked the magician's name, but some con-

testants found words like "earringed", "regrained" and "rereading". One of the purposes of this contest was to help people discover "Riega's roots", but this was not to be. Sure, a lot of people did realize the Riega Nerd was an anagram of Grenadier, but other people believe that the "pun pusher" was created by a jewelry company or the Librarians of America.

The list below shows some of the words that could be created with the letters in Nerd's name. This might prove enlightening for those of you who quit after four. By the way, six readers submitted lists that contained a hundred plus words. Well done!

WORD SCRAMBLE - RIEGA NERD

age, and, aged, are, anger, agreed, air, arid, aid, aide, angrier, aerie, aired, den, dene, dirge, drain, danger, deer, dear, die, dire, dine, drag, darn, diner, dare, dig, dean, drier, din, derange, denier, daring, drear, dane, ear, enrage, earn, edge, end, evg, egad, *earringed, eager, err, era, errand, endear, erie, edger, egad, Grenadier, gain, grain, "genera" gene, grand, grade, garden, gender, greed, grind, gear, green, gardemer, grin, gin, grenade, gar, girder, garner, grid, gad, gird, geneva, gee, grandee, gradin, gradine, garnered, ire, idea, near, need, nag, nadir, nee, nard, red, rag, raid, render, rage, read, reed, ranger, rain, rein, rig, rear, reign, rend, ride, rid, ran, ring, regain, rained, rare, rind, raider, rider, reading, *rereading, ridge, renig, *regrained.

The other day I asked the great Riega Nerd, "What does an armored knight wear for underwear?"

The mighty wizard responded, "Fruit of Aluminum!"

-Thanks to Geoff Whitcomb of Emmaus, Pennsylvania.

FANOTES

- #1 "You have my eternal thanks for the superb job performed on the figures done to date. I was greatly taken by all of them, and was especially pleased with the attention to detail on the humans and the "accuracy" of the monsters... They are, in my opinion, one of the finest sets of figures on the market."

The above letter was sent to us by an expert on Lovecraft and his mythos. These are the words of Sandy Peterson, creator and designer of Chaosium's Call of Cthulhu. Thank you for your kind words.

- #2 Paul Carranza of Indiana, PA recently sent us a letter which contained some very good painting questions. We thought that we could share them with you.

#2 I paint your miniatures and would like to know what is the best color for painting stones (such as the monolith in your blister pack "Giants"), and what colors do you mix to get it?

#3 I am an experienced painter but a beginning dioramist and would like to know what, besides real dirt, could I use for ground?

As to how to make metal look like stone, may I suggest that you paint the casting dark gray and add a dry brushing of light gray on top of it. By using dark and light shades of brown on the casting, you can sometimes achieve a limestone effect as well. In both cases, paint cracks in the stone with a black wash.

The problem of creating "ground" can be solved by either of two processes. One is to use Perma-Scene, which is a material found in most hobby and train stores. The other method is to use a rough contoured base, cover it with a thin layer of glue, cover the glue with fine sand and blow away the excess after the glue has dried.

- #3 "Gold-Con, South Florida's first major wargames/modeling convention took place between February 12 and 13. The convention was a success, and the organizing committee would like to thank Grenadier Models for helping with that success. The donation of 25mm figures and a trophy drew interest from a number of local hobbyists. The trophy in particular drew attention, more models were entered in its category than in any other.

Two dioramas, two military units and three groups of individual figures were submitted to contest for the award. Brian Schutt, who won both the Grenadier Trophy and Best of Show, produced a first-rate entry with Grenadier's 25mm dragon.

Schutt, a noted South Florida miniature artist, called his rendition "Snow Dragon." The model involved some conversion work, and was cleverly mounted on a piece of glass, which simulated an ice mountain."



The above letter and photo was sent to us by John Dunn. Grenadier would like to offer its own congratulations to Brian Schutt for a job well done and to John Dunn and his co-workers for the completion of this year's Gold-Con. May next year's program bring you all even more success.



Holmes, PA. 19043
Holmes Industrial Center
Price & Pine Ste.

Grenadier Models

TM

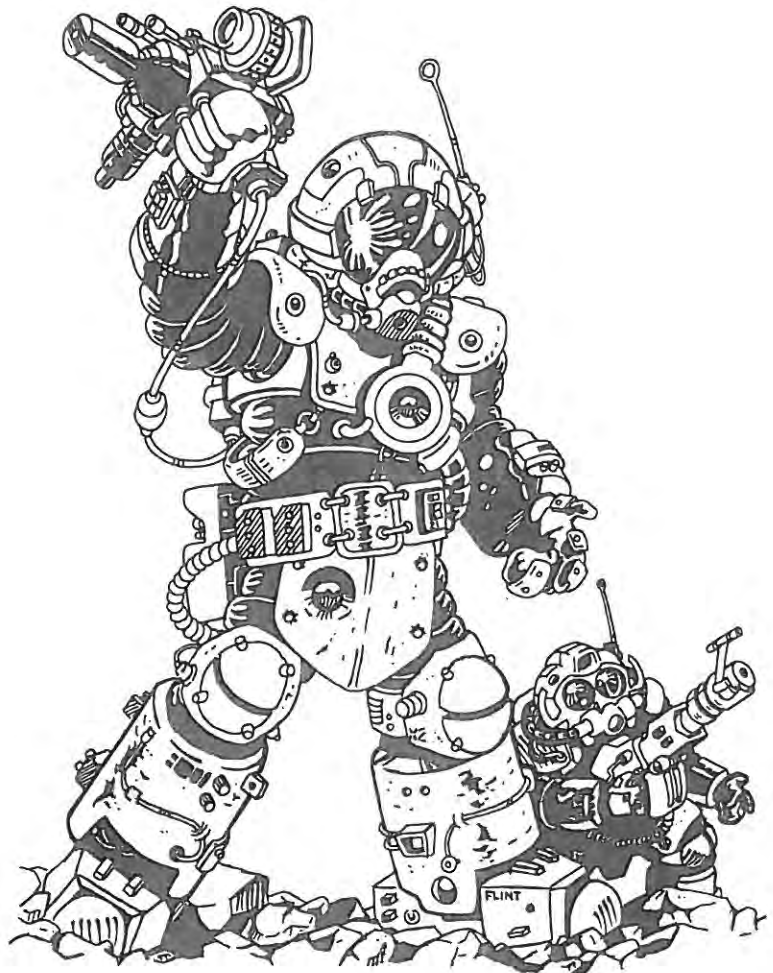


Field Marshal Lannes donned full battle-armor and began his tour of the recently captured enemy town. His emotions were strong, yet mixed, as he waded through the smoking ruins of war.

On the one hand, he was full of pride for what his command had accomplished. The town had been taken and its defenders destroyed. The wreckage of the foe's heavy tanks, GEVs, and gun emplacements served as proof of his great victory.

Yet all thoughts were not happy ones. Lannes knew that the enemy would try to recapture the town. He also knew that the new foe would not be human. The fresh assault would come from those mighty robotic war machines. A shiver of dread ran down the Marshal's back. The men of the Consular Guard had won today, but what would happen tomorrow? Coming soon the tank extraordinary. Coming soon would be the

OGRES FROM GRENADIER



THE GRENADIER BULLETIN #9

The Newsletter from Your Figure Company I



A LOOK AT TOMORROW - TODAY

Summer is now upon us. For many students this means sleeping late and watching re-runs of "Leave It To Beaver". For many adults, this means vacations at the shore and backyard cookouts. For the sculptors at Grenadier, it means work, work, work.

The photos below show the fruits of their labor. Our dynamic duo, Andy Cherkak and John Dennett, continues to make some of the best figures around.

All of the castings shown and numerous others are scheduled for release before the season's end. Further details will be available in the next G.B.



Editor - Scott
Slingsby
Photos - Bernadette
Connors
Publisher -
Grenadier Models
Art Contributor -
John Dennett
Cyl Fetter
Ron Shirtz
Bruce Weigle
Creature Feature -
John Dennett
Pennsylvania Smith Story -
Ron Shirtz
Special Thanks -
John Dennett

☆☆ ESP ☆☆

For the last eight months I have been working at Grenadier Models. During that time I have seen the company and personalities function on a day to day basis. What I would like to do now is share some of my astute observations with you.

I have always wanted to work for a game or figure company. It seemed like the best of all worlds. Not only did you play games all day, but people would actually pay you to do it. Unfortunately, that is not the case. Grenadier functions in a manner similar to that of most small companies. From 9 A.M. to 5 P.M. the employees work, and they work hard. The only two noticeable differences between Grenadier and any other operation is the friendly, relaxed atmosphere and the "unique" decorations. It is hard to believe that I.B.M. has paintings of Orcs, Elves, Trolls and spaceships gracing its walls. Why I bet you they don't even have plastic dinosaurs on the book shelves, or dioramas in each room. In many respects, Grenadier is the unique setting for a Steven King novel.

When you talk about the people at Grenadier, one of the first names to come to mind is that of Andy Chernak (Mr. President). As a person, Andy is honest, realistic and possesses a rather "unusual" sense of humor. His numerous hobbies include practical jokes, talking on the telephone, awful and endless puns and a unique ability to kill off Cthulhu characters.

As an artist, he has few if any equals. His recent releases are proof of this fact. I had always assumed that artists, like tennis players, lose their edge with age. Yet, Andy gets better. I stand corrected.

Ray Rubin is the Vice President of Grenadier Models and one of the nicest people that you'd ever meet. His even disposition, soft-spoken manner and eagerness to assist others adds to the companies relaxed environment. He also adds a needed contrast to my own flawless personality. Ray does the art work for the covers of our boxes, organizes the back sheets and catalogs, and helps me lay-out the G.B. He is special.

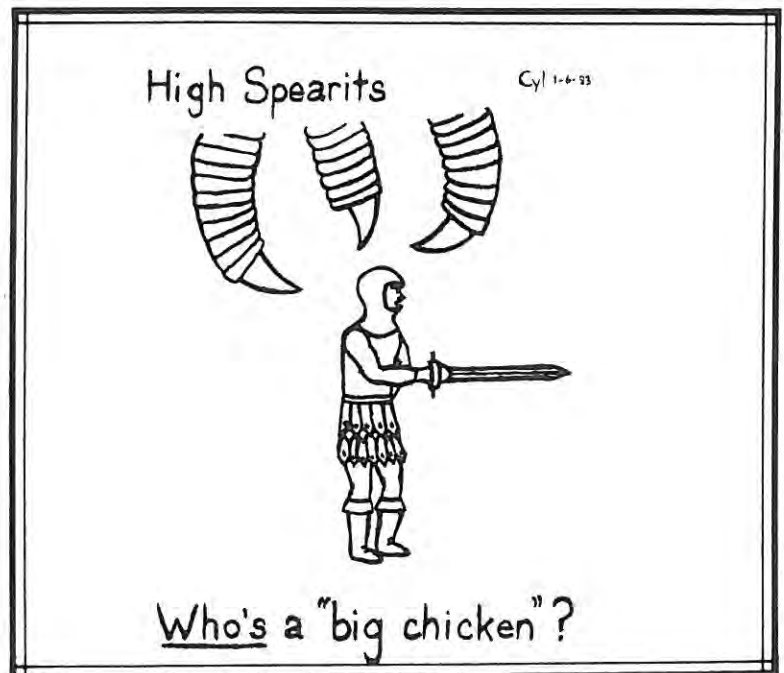
John Dennett is the new man on the block. He has been with Grenadier for about a year and has created quite a niche for himself. John is a very serious person and possibly the most sincere individual that I have ever met. As a gamer, he shows this same serious edge. No one has sent more player characters to the hospital than, loveable Hans Sigmond, the quick draw parapsychologist.

As an artist, John views each and every casting as a potential masterpiece and treats it in such a fashion. John is a truly creative craftsman and a pleasure to watch.

Most of my other dealings at Grenadier have been with Mary Urban (secretary extraordinary), Robert Watts (general manager and class act), Lou Litwin (assembly manager and future Capt. Marvel), Mr. Ed Watts (accountant and check writer. I like him) and last but not least Rich Jennings (production manager and softball wizard). They are all great people and an asset to Grenadier.

Scott

P.S. Unless they get someone else to start emptying the trash cans soon, I'll tell you the truth in the next issue.



NEW DENNETT DELIGHTS

WARNING

USE OF THESE SETS MAY
PROVE HAZARDOUS TO THE
HEALTH OF SLOW CHARAC-
TERS - SURGEON GENERAL
OF RA VAN.

John Dennett has done it again with his new Dragon Lords figure sets. Each of these "beastly boxes" contains finely detailed, original and imaginative creatures which are guaranteed to torment any party of adventurers that happens upon them. By the time John is done making monsters, a character won't be safe in his own back yard!

As a special bonus, the back sheets on these sets describe the creatures and provide background notes, statistics and characteristics. It is our hope that this information proves useful and adaptable to most of the fantastic fantasy role-playing systems that are presently on the market.



HORRORS OF THE MARSH

This set contains ten creative castings and nine good reasons why adventurers should avoid swamps. For example the Vegetation Beast, with its huge mouth, bear-like claws and terrifying tenacles, usually leaves a bad impression upon many a traveler. Complaints abound about all of these "marshy" monsters. Even the Log Leach is not liked, and this creature only wants to hug an occasional adventurer or two. Yet those heartless travelers seldom if ever appreciate the Leach's affection.

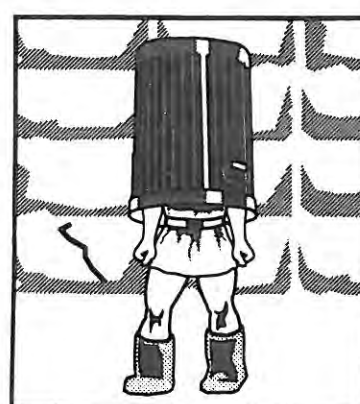
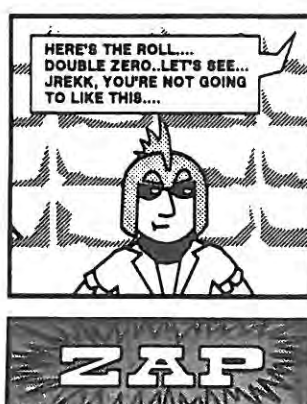
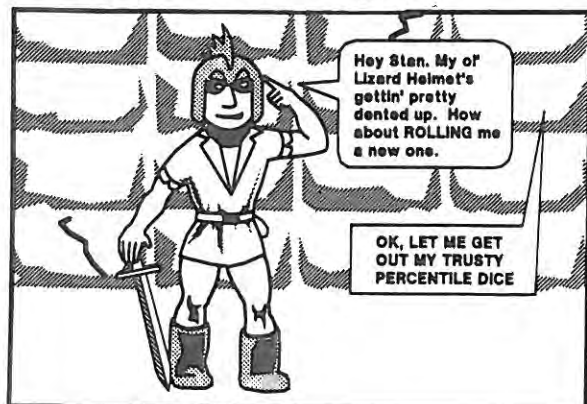


SUBTERRANEAN TERRORS

This figure set of underground evils illustrates John's diabolical imagination. Within this box, a game-master will discover eight of the most unusual and dangerous creatures that ever stopped a party in its tracks.

Imagine the players' faces as a hunting herd of Nightmare Worms and Riders surround their favorite characters. How will they react to a confrontation with the dreaded Brain Absorber? Will they even attempt to solve the mysteries that shroud the eerie Mind Master? The figures create the dilemmas: only you can resolve them.

JREKK by bruce brachman



AN EXCERPT FROM THE JOURNALS OF PENNSYLVANIA SMITH



Leaning on the shovel, I paused to wipe the perspiration from my face. It was another hot, humid summer's day in Ohio and I was working on my ninth excavation of the many Indian mounds located near the Scioto River. The University had given me a grant to find the world's smallest known Idol: the Krekit De. To find such a relic would enhance the University's prestige tremendously, not to mention my own.

As I resumed digging, my shovel suddenly rebounded off something solid. Further effort uncovered a large circular stone door, and upon it lay the inscribed image of the Krekit De.

Using my shovel as a lever, I managed to pry the stone aside, revealing a vertical shaft four feet wide. Without hesitation I descended the shaft and presently found myself in a large stone-hewn chamber.

As my eyes adjusted to the darkness, I saw the object of my search not more than twenty feet away. Eagerly I strode across the chamber floor, stirring up layers of centuries-old dust. This action irritated my delicate sinuses and before I could stop myself I sneezed: "Ah CTHULHU!"

No sooner had the foul name left my lips than an emissary of that deity appeared, a crawling horror of gelatin-like Slime! Frantically I pulled out my .38 Smith and Wesson and fired repeatedly at the approaching nightmare. The slugs were just harmlessly absorbed into its jelly hide and on it came. It looked like the end for me right then and there until I remembered my ever-present box of Ortho "Snail Killer" Power (I always like to be prepared for any situation).

Fumbling with frenzied fear as the distance closed between us, I at last managed to find the appropriate dotted lines and ripped the box open. Quickly I dispensed its contents upon the vile creature and crossed my fingers for luck.

Immediately the powder took effect and before my eyes the evil servant of the unmentionable name shrivelled and shrunk and fizzed into a grease spot on the ground.

Several days later in Dr. Wezel's office I presented the Krekit De before the archaeology faculty. They marveled at its diminutive size and one professor exclaimed: "I can't believe an idol that small could be part of a significant heathen religion." I replied: "It may be small, but let me assure you it is definitely nothing to be sneezed at."

On the backs of our new Dragon Lords and Fantasy Lords figure sets, many of you will have probably noticed a photo of Dave Arneson and his very nice endorsement of our figure lines. For those of you who don't know this influential individual, let me provide you with a brief sketch of his adventure gaming career.

Mr. Arneson was one of the co-creators of Dungeons and Dragons^R and was involved in numerous other early TSRTM projects. In 1980, Dave formed Adventure Games, Inc. This company has not been around long, but it has already made its presence known with games such as Harpoon, Rails through the Rockies, and The Complete Brigadier. During the second half of 1983, Adventure Games expects to release Pentastar, Mutant and Johnny Reb. We wish them well.



GRENADIER MODELS CONSUMER ORDER SHEET

FANTASY LORDS

6001	Dragons of the Emerald Idol	\$9.95
6002	Skeletons - Raiders of the Undead	9.95

CALL OF CTHULHU

6501	Adventurers	9.95
6502	Creatures	9.95

DRAGON LORDSTM

Small Boxed Figure Sets

2001	Wizards-Masters of Sorcery TM	7.00
2002	Halfling Party TM	7.00
2003	Dwarves Party TM	7.00
2004	Hireling Crew TM	7.00
2005	Fighting Men-The Warriors TM	7.00
2006	Specialists-The Skilled Ones TM	7.00
2007	Females-The Children of Diana TM	7.00
2008	Thieves Den TM	7.00
2009	Wizards Chamber TM	7.00
2010	Horrors of the Marsh TM	7.00
2011	Orcs of the Severed Hand TM	7.00
2012	Subterranean Terrors TM	7.00
2013	Adventurers of the Golden Quest TM	7.00

DRAGON LORDSTM

Large Boxed Figure Sets

5001	Dungeon Adventurers	13.50
5002	Dungeon Monsters	13.50
5003	Fantasy Wilderness	13.50
5004	Tomb of Spells	13.50

INTRODUCTORY ADVENTURE GAMING

Large Boxed Sets

5007	Western Gunfighters	13.50
5008	Space Squadrons	13.50

ACTION ARTTM

Paint & Figure Sets

8003	Mythological Creatures	13.50
8004	Fantasy Fiends	13.50

PINNACLE COLLECT AND PAINTTM SETS

2201	Dinosaurs	\$12.00
2202	Fantasy Lords	12.00
2203	Fantasy Monsters	12.00
2204	G.I. Assault Team	12.00

DARK CRYSTALTM ADVENTURE COLLECTIONTM

9001	Set #1	12.00
9002	Set #2	12.00

MASTERS OF THE UNIVERSETM PAINT AND PLAYSETTM

9101	The Raid of the He Man TM	12.00
9102	Battle Cat TM Attack	12.00
9103	Wind Raider TM Ambush	12.00
9104	Battle Ram TM Attack Force	12.00

OGRE MINIATURES - 1/285 SCALE

For use with Ogre and GEV

6101	Ogre Mark V (1)	7.00
6110	Heavy Tank (4)	4.00
6111	Missile Tank (4)	4.00
6112	GEV (4)	4.00
6113	Howitzer (4)	4.00
6114	Mobile Howitzer (4)	4.00
6115	Light Tank (5)	4.00
6118	Command Post (2)	4.00
6122	Cobine GEV (4)	4.00

AUTODUEL MINIATURES - 1/180 SCALE

For use with Car Wars

6201	Vans (4)	4.00
6202	Pick Ups (4)	4.00
6203	Luxury Cars (4)	4.00
6204	Mid-Sized Cars (4)	4.00
6205	Compacts & Subcompacts (7)	4.00
6206	Station Wagons (4)	4.00
6207	Cycles (10)	4.00
6208	Assorted Wrecks (4)	4.00
6209	Sidecars & Turrets (10)	4.00
6210	Armor Truck & Tanker Truck (2)	4.00

A GRENADIER FIRST:

THE DESIGN YOUR OWN FIGURE CONTEST

One of H.P. Lovecraft's most popular short stories is The Shadows Over Innsmouth. This classic work introduces the reader to the awesome amphibious race known as the Deep Ones. John Dennett did a brilliant job in recreating these reptilian rascals for the Call of Cthulhu creature set. Now that they exist, we are going to have some fun with them.

I have taken a one gallon fish tank and filled it to the brim with these "bulging eyed beasties". Don't feel sorry for these castings. Deep Ones feel quite at home in an aquatic setting and have yet to complain about their cramped quarters.

Most of you are probably thinking to yourselves, "Why"? The answer is to create a contest. All you have to do is tell me how many frogish freaks are in the fish tank. Normally, this contest is done with jelly beans, but much to my dismay, I found that Grenadier does not make jelly beans, metallic or otherwise.



RULES

(We must have rules. All contests do you know!)

1. All letters containing entries must be postmarked no later than September 1, 1983.
2. Each letter may contain only one answer.
3. Your name and address must appear on the paper with your answer.
4. Please make sure that your numbers are legible. If we are unable to read your answer, it can not be considered a winner.
5. Send your answers to the address below:

DEEP ONE BOWL
c/o Grenadier Models
Price & Pine Streets
Holmes Industrial Center
Holmes, PA 19043



PRIZES

The contestant, who submitted the correct or closest answer, will have the figure of his or her own design made by the art staff at Grenadier. The figure must be a human sized 25mm being, but it need not be human. The winner may choose the figure's physical attributes, clothing, arms and position. Please note that some modifications in the original design may be necessary in order for the figure to be cast properly.

Ties - If two or more people qualify for the above prize, there will be a drawing held at Grenadier. The entry selected at random from the qualifiers will win the prize. All others may choose as their reward any two figure sets from our Consumer Order Sheet.

Honorable Mention - Five entries will be picked at random from contestants whose answers were within five of the correct answer. Each of the five selected may select a figure set from our Consumer Order Sheet as their prize. GOOD LUCK!

The Adventures of Sam Club

THE HAUNTING TALE

At the conclusion of our last episode, our heroes had just discovered a secret door in the library of the old and eerie Lovecraft house. This revelation had left Sam Club in a state of deep contemplation.

Sam Club, hardened private investigator, had many thoughts going through his mind. Who had thrown the knife that had missed his head by inches? What was the origin of the beating drum moises that permeated this room? Should they go through the newly found portal, and why was Bruce wearing a silly rabbit costume?

Bruce Mallony, unsuccessful boxer turned sidekick, had no questions running through his mind. In fact, thought was not one of Bruce's best attributes. One must remember that this adventurer in a bunny suit had left most of his intellectual prowess on the gloves of his fighting foes.

PART 3

After a few moments, Bruce and I decided to enter "the unknown". There was an obvious mystery here and the solution was somewhere behind that door.

I reached into my pocket to caress the cold, blue steel of my .38. For some reason, I thought that a gun might prove helpful. I also knew that Bruce does not carry a loaded weapon any more. Last year, he accidentally shot a client. Now there was a man without a sense of humor. We apologized. We even called the ambulance, and he still fired us. By the way, he is doing better and will be out of the hospital soon.

Behind the thick wooden door was a narrow corridor leading to a winding set of stone steps. With light in hand, I lead the way down this creepy staircase. As we descended, the noise of the drums grew louder and louder. The hairs on my neck began to rise, and sweat poured off of my palms. The only break in the tension came when Bruce asked a spider about his political affiliation.

We had followed the circular stairs for more than ten minutes, and we must have been hundreds of feet below the Lovecraft library. Then it finally ended in a dark, wet, disgusting subterranean cave. The only thing uglier is my landlady.

I waited there for a few seconds while Bruce said good-bye to his six and eight legged friends. (sometimes I worry about Bruce, and other times I worry more). We then slowly moved down this rocky road towards the beat of the drum. Our hands and Bruce's tail may have been shaking, but our minds were made up. We would see this through.

Suddenly our path was blocked by a huge wooden door. Bruce wanted to knock, but I talked him out of it. We positioned ourselves for a Number 11 P.I. Entry. (the money spent on "Butternut's Detection By Mail" courses was money well spent).

On my signal, we rushed the door and succeeded in breaking both it and me. The room was unoccupied, but I felt that someone had been here recently. The army cot in the corner, the pile of dirty clothes, the lit candles, and the battery powered phonograph playing drum music were all clues which supported my occupancy theory.

I ran over to the record player and turned it off. I knew then that I had made a mistake. Someone had left the machine on and would surely notice that the music had stopped.

Even Bruce realized my error. When the drum beats ceased, he turned and said, "Play it again Sam."

"Don't bother" declared a new voice from across the room.

Bruce picked up a rock and tried to hide behind it. He occasionally had quick ideas, but never good ones. I spun around to see our new unexpected guests. There they were in the cave passage.

In front of me stood a little, old man and a grotesque reptilian, humanoid creature with unblinking eyes. A little voice in the back of my brain said, "deep one".

JOHN DENNETT'S CREATURE FEATURE



THE STALKING KREE-ACK

The body of head is almost completely made up of a mouth. More than a mouth, it is a huge trap-like device with teeth that overlap in alternate directions when closed. No tongue can be found but instead the jaws are lined with a spongy tissue which absorbs food when drenched with digestive acids that seem to flow continuously. Atop this mouth project two glowing yellow eyes, one over each jaw. They move in every direction and may extend somewhat by means of stalk-like muscle tubes.

The head is cradled between a pair of arms which in turn stem off into four legs ending in feet, each being ringed in six toes. These toes or claws, can be squeezed together into a central point giving each foot the dexterity to hold, pinch or clamp around an item much like the human hand. The creature's movements are similar to those acts of walking displayed by spiders and crabs.

There are two stomachs, one surmounting each of the Kree-ack's upper arm bones. Both contain a heavy concentration of organic proteins absorbed from food sources which are stored for future use should food supplies prove scarce. These "protein-sacks" are similar to the reservoirs mounted upon the backs of the common camel and will expand and shrink according to the quantities of protein absorbed from both food sources and body needs.

A most unusual feature indeed is the creature's sweet, almost flower-like fragrance, a scent which has drawn many a wanderer to their ghastly demise.

The Kree-ack have been seen in skin colors ranging from a yellowish tan to a brick red about the legs while the head area remains light green to olive. The mouth has shown a shade of pale orange to a deep rose red. Its teeth and toenails are a light gray or charcoal and at times are white tipped.

SIZE: 7 1/2' tall x 10' wide, 900 lbs

HIT POINTS: 40-80

EXPERIENCE LEVEL: 10

BODY DEFENSE: Body is mostly bone with thin muscle stretched between the joints. Bone is comparable to plate mail

SPECIAL DEFENSE: (1) Sees in opposite directions (2) Mouth and eyes are vulnerable to fire or heat related weapons and spells. Such attacks do double damage (Torches, flaming swords, etc)

ATTACK POWER: Bite: 1-10 sided D.P.D. Trap: 2-10 sided D.P.D. +2; subsequent rounds 2-6 sided D.P.D. while trapped Claw: 1-8 sided D.P.D.

SPECIAL ATTACK: (1) Uses 2 claws and 1 bite per attack phase (2) When Kree-ack successfully bites a victim there is a 35% chance that victim will be trapped (3) Will continue using 2 claws per attack phase after trapping a victim in its jaws but will also attempt retreat

TREASURE: None. Although some claim the protein sacks located on the top of both upper legs have healing qualities and magical uses

HABITAT: Subterranean localities. Occasionally venture above ground at night when food is scarce below.

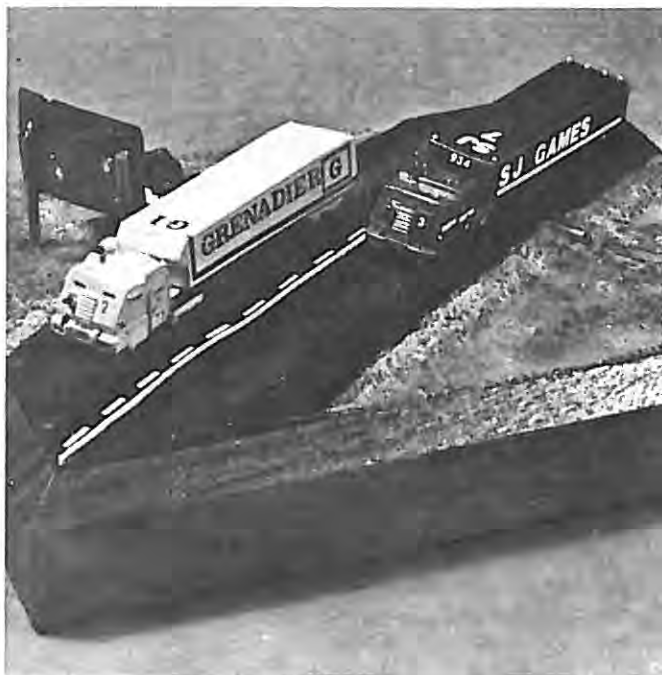
MOVING SPEED: Fast, at least 2 times human speed. NOTES: (1) Trap-like head similar to some carnivorous plants (2) Sleeps flat on the ground with mouth open facing upwards (in low light it blends in with Rocky terrain). (3) Mouth is lined with a spongy tissue and dripping with a digestive acid that exudes a sweet scent (4) After a victim is trapped in its jaws the mouth will not reopen until corpse is completely absorbed (Approximately 17 hours human size prey) or kree-ack is killed. (5) Have been encountered in numbers of 1 to 4

*(D.P.D. = Dice Points Damage)

THE BOULDER
GROK!
GOLDEM!
BY R. SHIETA



GRENADIER AUTO SALES SOAR



THE BIG WHEELS ROLL

For years now, America's big three automobile manufacturers have been dissatisfied with their sales figures. This reporter has learned today that hard times have not hit all of the auto makers. For example, Grenadier Models, one of this nation's newest and "smallest" car companies, has reported soaring sales. Grenadier officials also seem genuinely optimistic about the public's reaction to their new line of "big rig" models.

Earlier this morning, I was able to contact Ethel "High Test" McKnee on her C.B. This thirty year road-pro told me that she would never go near a Steve Jackson truck stop unless she was behind the wheel of a new G.M. (Grenadier Models) armored truck. Now that is an endorsement.

In our next issue, your roving transportation reporter will take an in-depth look into Ethiopian submarine production. See you then.

FOOTNOTES

#1 We would once again like to print convention news in the Grenadier Bulletin, but to do it right we need your help. If you know of any major gaming events that would be of interest to our readers, please drop us a line as soon as possible. Time is an important factor. We usually need the relevant information three or four months prior to the actual event in order to fit it in our newsletter. Thank you!

#2 The last several issues of the G.B. have had so many contests in them that you need a score card to tell them apart. For that reason, we will now provide you a score card (of sorts). Below is a list of our present contests and the deadlines for entry in each.

- a. Old One Contest (found in G.B. #7). Entries must be post marked no later than June 24, 1983.
- b. Wizard's Gold Contest (found in G.B. #8). Entries must be post marked no later than November 23, 1983. Entries post marked after the above date, will be eligible for the 1984 competition.
- c. Mumble Contest (found in G.B. #8). Entries must be post marked no later than August 19, 1983.
- d. Deep Ones Bowl Contest (found in G.B. #9). Entries must be post marked no later than September 1, 1983.

Four on going contests! Now ain't you impressed?

TANUITS

#1 "We greatly appreciated your contribution to SIMCON V. Even for its first year, the Grenadier Model Painting Competition was quite a success - we had about twenty miniatures entered, and Allen Barwick, one of your own representatives, was on hand to serve



as one of the judges. Some very well done miniatures were entered, but the clear-cut winner for detail was Dan Berlin, who had a series of trolls and other nasty creatures portrayed with excellent shading and subtle color characteristics. He, his winning miniatures, and your fina trophy are shown on the enclosed photo."

#3

This letter and photo were passed on to us by Rich Sartore, manager of the Armchair Strategist of Ocala, Florida. Thank you, and good luck to you and Donna with next year's contest.

Since we are on the subject of painting contests, Grenadier is more than willing to sponsor numerous local and regional competitions. If you know of any hobby stores, clubs or convention groups that would be interested in running such an event, ask them to contact us at the address below:

Robert Watts
c/o Grenadier Models
Price & Pine Streets
Holmes Industrial Center
Holmes, PA 19043

The above letter and photo were sent to us by Maren Leyla Cooke and James Dundorf, co-chairpersons of SIMCON V. If their convention was half as good as their program, it must have been sensational. Thank you for your letter, and extend our congratulations to Dan for a job well done.

"Thank you for taking time to read my letter, I hope you can help me out. Recently I was looking at the cover picture to your "Wizards" boxed figure set when I noticed something. The "runes" on the back wall are actually English words! The problem is that I can only decipher a few words and just parts of sentences. Can you tell me what the full message says? Has anyone ever noticed this before me?"

The above letter was sent to us by Dan "Eagle Eye" Dube of Brink, New Jersey.

#2



"Here is the photo I promised you of the winner of the best painted Grenadier figure in our Complete Dungeon Contest. Her name is Donna Clark (age 20) of Oklawaha Florida and she is employed as a waitress at Benningan's Tavern here in Ocala... Donna's figure also took 3rd place overall in the contest.

Thanks again for all your help. It's nice to know that some of the larger companies are willing to help out us dealers and still go that "extra yard".

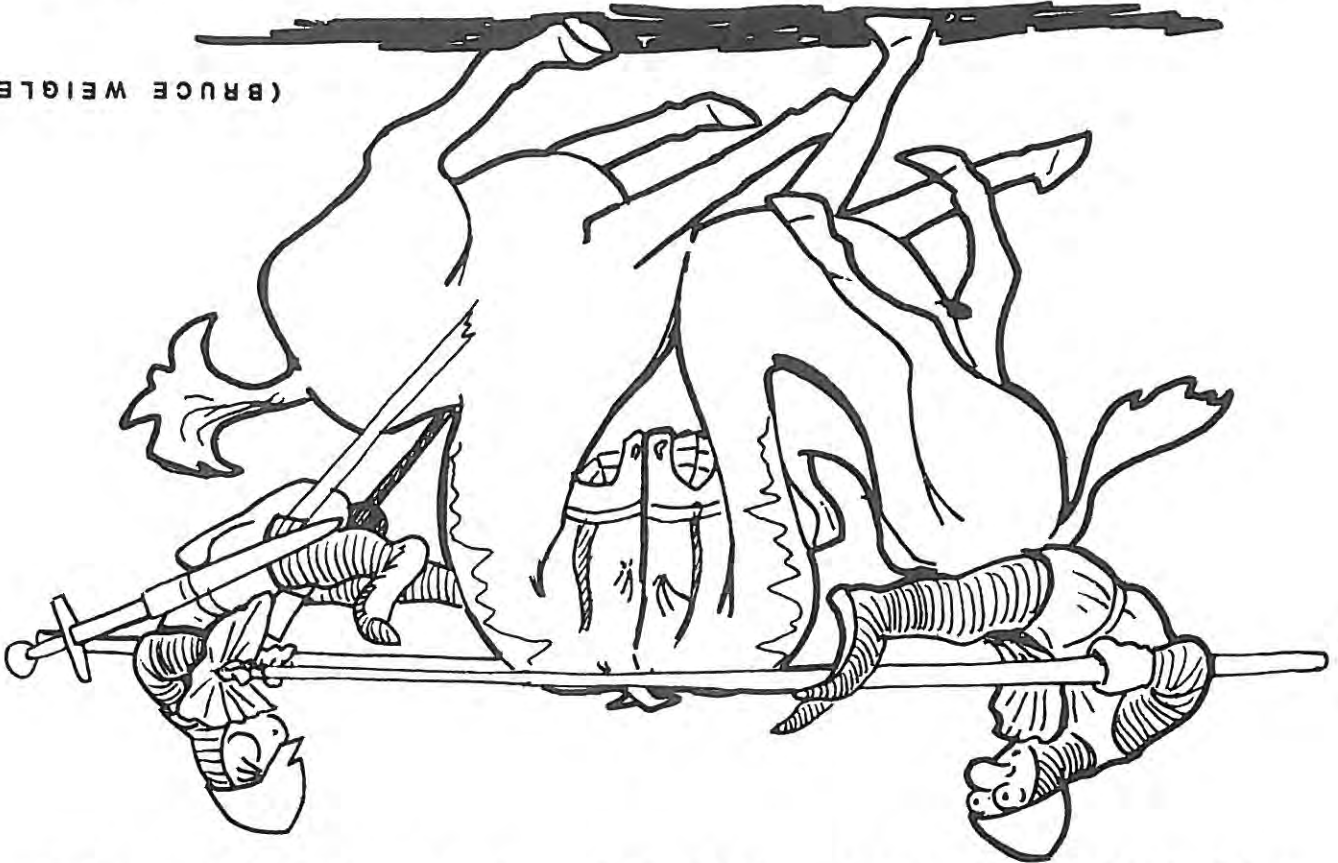
To the best of our knowledge, Dan is the first person in four years to notice that the "runes" on the back wall of our old AD&D™ box cover are actually stylized English words. There is no meaning intended. The words are merely random comments and cliches such as "Now is the time for all good men..."

Dan may also be the last person to notice these hidden phrases since the Wizard figures will now appear in their new "Dragon Lords" box.

With eyes like yours Dan, your arrows must never miss!

NO ONE CAN BEAT GRENADE

(BRUCE WEIGLE)



THERE'S NO NEED TO FIGHT !!

Grenadier ModelsTM

Price & Pine Sts.
Holmes Industrial Center
Holmes, PA. 19043

